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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

▲WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a 10 to 15 minute break every hour.

▲WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacernakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

▲WARNING - REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play. Take a 10 to 15 minute break every hour, even if you don't think you need it.
- - When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatique or discomfort.
 - If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

▲WARNING - BATTERY LEAKAGE

The Nintendo DS contains a rechargeable lithium ion battery pack, Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS. If battery leakage occurs, avoid contact with skin, If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

THIS GAME CARD WILL WORK WITH ALL NINTENDO DS™ VIDEO GAME SYSTEMS.



Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. REV-E

ACAUTION - STYLUS USE

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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INTRODUCTION

Welcome to the world of Scribblenauts! Whether you are a seasoned Scribblenauts veteran, or new to the series, Scribblenauts Collection is an extraordinary addition to your set of Nintendo DS games. Help Maxwell collect Starites by writing down any object, bringing it to life, and solving puzzles with the power of your imagination. With both the original Scribblenauts and its sequel, Super Scribblenauts, in this collection, you will never run out of objects and adjectives, puzzles, and fun!

In Scribblenauts, use the power of Maxwell's magic notebook to bring forth any object you can think of to solve puzzles and help Maxwell in his endless quest for Starites. In Super Scribblenauts, we give you the power of adjectives! Combine multiple adjectives with various objects to form some of the most bizarre, imaginative creations you have ever seen! With the level editor, you can create your own puzzles and scenarios to be shared with your friends on Nintendo Wi-Fi Connection.

Scribblenauts has always been a game about using your imagination, learning, and creativity. With both Scribblenauts and Super Scribblenauts in this set, you have everything you can think of right at your fingertips, over 500 levels of challenging gameplay, and endless playground fun. On behalf of all the developers at 5TH Cell who have put so much of their hearts and minds into these games.

Thank you for playing!

-Jeremiah Slaczka





NINTENDO Wi-Fi CONNECTION

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Nintendo Wi-Fi Connection allows multiple Scribblenauts Collection owners to play together over the Internet—even when separated by long distances.

- To ploy Nintendo DS games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS system.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network
 device installed (such as a wireless router) and an active broadband or DSL Internet account. If you do not
 have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet
 for more information.
- Nintendo Wi-Fi Connection gameplay uses more battery power than other gameplay. You may prefer
 to use the AC Adapter to prevent running out of power when using Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement that governs Nintendo Wi-Fi Connection gameplay is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendo.com/games/wifi/ds.

For additional information on Nintendo WFC, setting up your Nintendo D5 system, or for a list of available Internet hotspots, visit www.nintendo.com/games/wifi (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

> The nickname you use will be seen by others when you're playing multiplayer games using Nintendo WFC.

To protect your privacy, do not share personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

Custom levels made with Scribblenauts Collection cannot be shared with the original singular version of Scribblenauts or Super Scribblenauts, and vice versa.



CONTROLS



Controls can be changed in the OPTIONS menu.



Controls can be changed in the EXTRAS menu. You can also change controls in the Pause Menu at any time.



Use or ABXY
to move Maxwell.

Use / to move the camera.



Tap and hold / on a location to move Maxwell.

Use or ABXY to move the carmera.



Use / or 🕞 to move Maxwell.

Use ABXY to move the camera.



Use / or (A) (B) (A) (Y) to move Maxwell.

Use 🔂 to move the camera.





NOTES



END USER LICENSE AGREEMENT

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Because WBIE would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that WBIE shall be entitled, without band, other security or proof of damages, to appropriate sequitable remedies with respect to breaches of this Agreement in addition to such other remedies as WBIE may otherwise have under applicable laws. In the event any litigation is brought by either party in connection with this Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

Customer Support

In the unlikely event of a problem with your Product, you may only need simple instructions to correct the problem. Please contact the WBIE Customer Service Department via the web at support.wbgames.com, by emailing us at support@wbgames.com or by calling us at 440-540-3460 before returning the Product to a retailer. Please do not send any Product to WBIE without contacting us first.



Limited Warranty

WBIE warrants to the best of WBIE's ability to the original consumer purchaser of the Product the readium on which the Product is reacreded shall be free form defects in materials and warbranship for a period ninety (90) days from the original date of purchase. If a defect in materials or workmanship occurs during this ninety (90) day warranty period, WBIE will either repair or replace, at WBIE's option, the Product free of charge, in the event that the Product is no longer ovalidoble, WBIE may, in its sole discretion, replaces the Product with a product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered of point of sale or the consumer can demonstrate (to WBIE's solstaction) that the Product was purchased within the last ninety (90) days.

To receive warranty service:

Notify WBIE's Customer Service Department of the problem requiring warranty service by contacting support@wbgames.com or on the web at support.wbgames.com. If the WBIE service technician is unable to solve the problem by phone or on the web via email, heishe may authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof of purchase within the ninet y00) day warranty period to:

e4e Technical Support 10720 Gilrov Road

Hunt Valley, MD 21031

WBIE is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customer.

This limited warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by the appropriate platform manufacturer or WBIE (including, but not limited to, non-licensed game enhancements and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered wither or (e) the Product's serial number has been altered, defood or removed.

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General

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